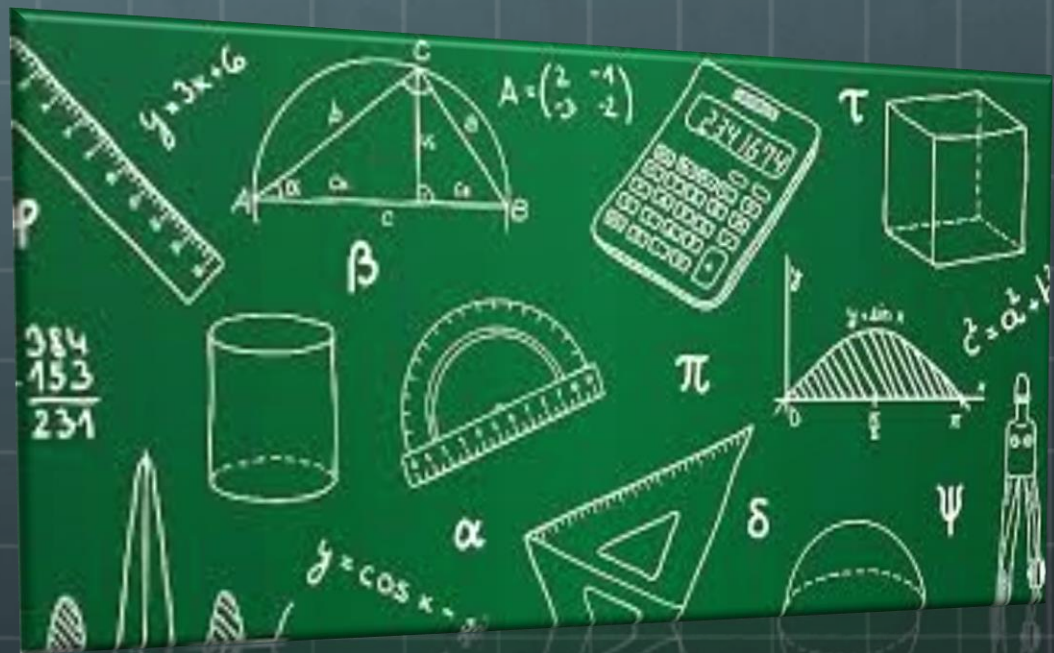


# Maths to Math



# Maths in our school



# NUMBERS

- Know the meaning and representation of different numbers.
- Algorithms of the addition, subtraction, multiplication and division.
- Representation of powers

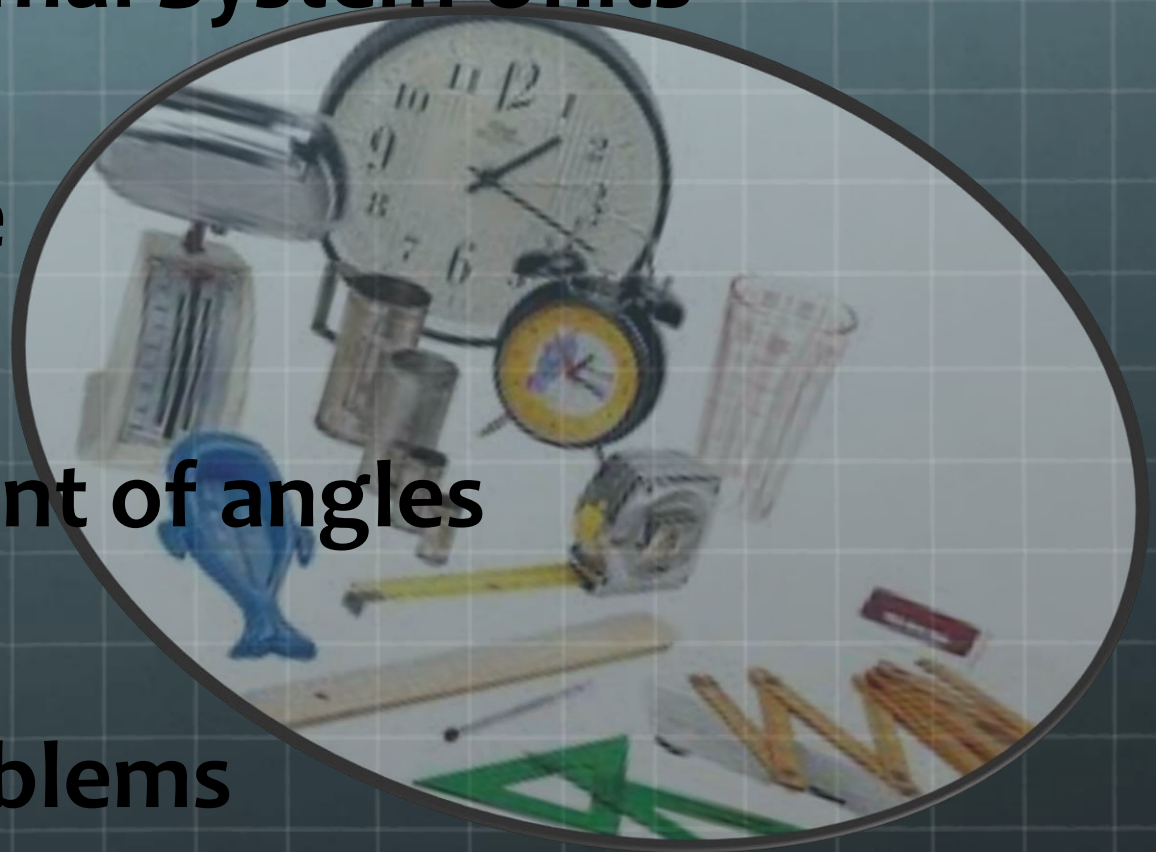


- **Multiple and divisor**
- **Proportionality and percentages**
- **Mental calculation**
- **Solving problems**



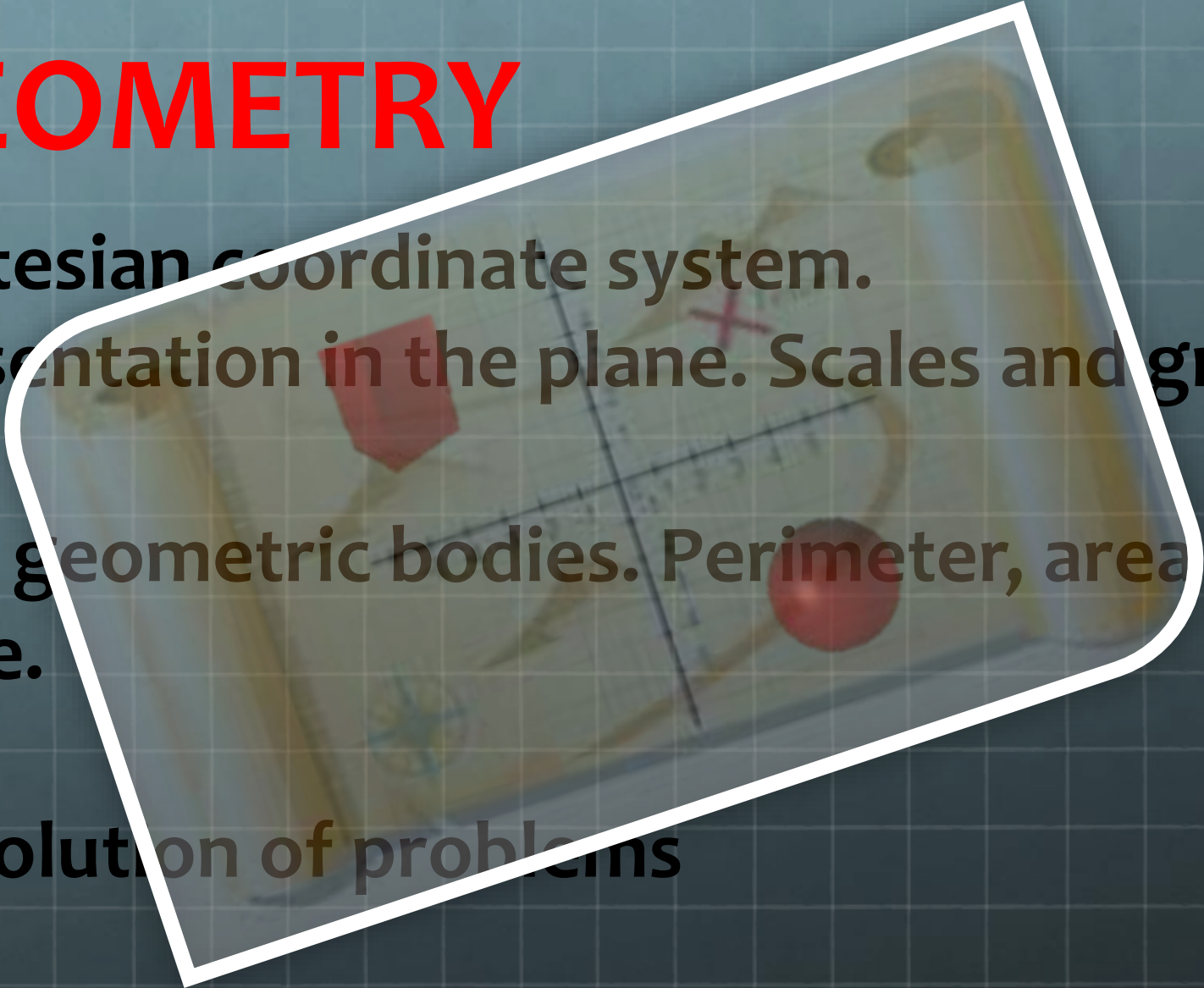
# MEASURE

- Metric Decimal System Units
- Unit of time
- Measurement of angles
- Solving problems



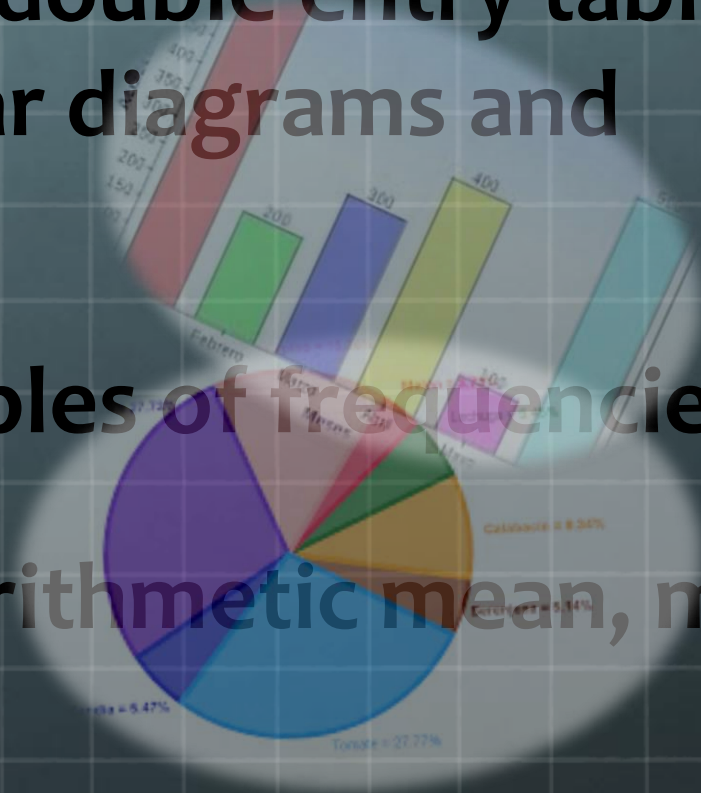
# GEOMETRY

- Cartesian coordinate system. Representation in the plane. Scales and graphs
- The geometric bodies. Perimeter, area and volume.
- Resolution of problems



# STATISTIC AND PROBABILITY

- Tables, bar charts, double entry tables, sectorial graphs, linear diagrams and giving information.
- Construction of tables of frequencies
- Measurement of arithmetic mean, mode and rango
- Calculation of the probability



**Though these contents, pupils develop some competences such as:**

- ✓ **Plan a right process to solve a problem.**
- ✓ **Think about some searchings and helping Them to bring closer to the scientific method Integrating ICT's.**
- ✓ **Face the problems that show the scientific method.**





# How to lead our contents to the game?

The acquisition of contents will be developed through the flipped classroom methodology.



What...?



Alpinista

Sherpa

Himalaya Technic Group

Resultados



Student motivation

Brief story about "Yeti" and this story motivate them to reach the peak of mountain

**GAMIFICATION!!!**

Thanks!!!

